

Surf n Sweat '12
Beach Volleyball: Rules and Regulations

1. TEAMS

1.1 COMPOSITION

- 1.1.1 A team comprises of 4 players and 1 reserve.
- 1.1.2 A minimum of 1 female player is required to be on the court at all times.
- 1.1.3 Only the players recorded on the score sheet may participate in the match.
- 1.1.4 No Coaching is allowed during the match (Court IC to ensure)

1.2 CAPTAIN

The team captain shall be indicated on the score sheet.

2 PLAYERS' EQUIPMENT AND ATTIRE

2.1 EQUIPMENT

A jersey or "tank-top" is optional. Players may wear a hat/cap.

2.2 AUTHORIZED CHANGES

The referee may authorize one or more players to play with socks and/or shoes

2.3 FORBIDDEN OBJECTS AND UNIFORMS

- 3.3.1 It is forbidden to wear any sharp object that may cause an injury to a player.
- 3.3.2 Players may wear glasses at their own risk.

3 COMPETITION PLAY AND RULES FOR PLAYERS

3.1 PLAYERS

- 3.1.1 Participants must accept referees' decisions with respectful conduct, without disputing them. In case of doubt, clarification may be requested.
- 3.1.2 Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referee, but also towards other officials, their teammates, the opponents, and spectators.

3.1.3 Participants must refrain from actions or attitudes aimed at influencing the decisions of the referee or covering up faults committed by their team.

3.1.4 Participants must refrain from actions aimed at delaying the game.

3.1.5 Communication between team members during the match is permitted.

3.1.6 During the match, both teams are authorized to speak to the referee while the ball is **out of play** in the **3** following cases:

a) To ask for an explanation on the application or interpretation of the Rules. If the explanation does not satisfy the players, either one must immediately indicate to the referee their wish to institute a **Protest Protocol**.

b) To ask authorization:

- To change uniforms or equipment
- To verify the serving player
- To check the net, the ball, the surface etc
- To realign a court line

c) To request time-outs

Note: the players must have authorization from the referee to leave the playing area.

3.1.7 At the end of the match:

a) Both players thank the referee and the opponents.

b) If either player previously requested a Protest Protocol to the referee, he/she has the right to confirm it as a protest, having it recorded on the score sheet.

3.2 CAPTAIN

3.2.1 Prior to the match, the team captain:

- a) Court IC to present score sheets to team captain
- b) Represents his/her team in the coin toss.

3.2.2 At the end of the match, the team captain verifies the results by signing the scoresheet.

4 COMPETITION PLAY

The teams will be divided into 8 groups of 6. Group stages will be played by round-robin format. Top 2 teams from each group will qualify and advance to the knockout stages.

4.1 TO WIN A MATCH

4.1.1 Group Stage: The match is won by the team that wins 1 set of 15.

Each game is **10mins**.

Knockout Stage Onwards: The match is won by the team that wins 2 sets of 21. Each game is **30mins**. 20 min will be allocated for the 1st 2 sets and 10 min for the last set (if necessary).

4.1.2 For knockout stage Onwards: In the case of a 1-1 tie, the deciding set (the 3rd) is played to 21 points with a minimum lead of 2 points. Deuce system continues if in event of 1 20-20 tie.

4.2 TO WIN A SET

4.2.1 A set is won by the team that first scores 15 for group stage and 21 points for knockout stage with a minimum lead of two points. In the case of a 20-20 tie, play is continued until a two point lead is reached (22-20, 23-21 etc).

4.2.2 The deciding set is played according to Rule 4.1.2 above.

4.3 TO WIN A RALLY

Whenever a team fails in its service or fails to return the ball, or commits any other fault, the opposing team wins the rally, with one of the following consequences:

4.3.1 If the opposing team serves and wins the rally, the team scores a point and continues to serve.

4.3.2 If the opposing team received the service and wins the rally, it gains the right to serve and also scores a point. (Merit system)

4.4 DEFAULT AND INCOMPLETE TEAM

4.4.1 If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-1 for a group stage match with

score line 0-15 and for knockout stage, a result of 0-2 for the match with score lines 0-21, 0-21 for the sets.

4.4.2 A team that does not appear on the playing court on time is declared in default with the same result as in Rule 4.4.1 above.

4.4.3 A team declared incomplete for the set or for the match loses the set or the match (Rule 7.1). The opposing team is given the points, or the points and the sets needed to win the set or the match. The incomplete team keeps its points and sets.

4.4.4 Each team must have **at least 3 players on court at any time.**

5 REGISTRATION & REPORTING

5.1 Registration for all teams will **start at the stipulated time in the confirmation email** at the Side Event Registration Counter. If the team fails to register during this period of time, they will be disqualified from the competition and there will be no refunds given.

5.2 Teams are to report to the respective Court IC, **10 minutes prior to the start of the subsequent matches.**

If the team is unable to field a min of 3 players when their match is supposed to commence, the team will be considered a walk over. The team on the field ready to play will be considered 21-0 winner for that particular match.

5.3 In case of bad weather or any circumstances on the day of the matches, the respective teams are still required to report on time (unless otherwise instructed). **The organization reserves the right to delay the matches according to contingency plan.**

6 RULES AND REGULATIONS OF THE GAME

6.1 COMMENCEMENT OF THE GAME

Before the match, the referee carries out a coin toss in the presence of the two team captains. The winner of the coin toss chooses:

- a) Either the right to serve or receive the service or
- b) The side of the court

A new coin toss will be conducted for the deciding set.

6.2 WARM-UP SESSION

All teams are to do their own warm-up prior to the match as no warm-up period will be allocated at the court.

7 TEAM LINE-UP

7.1 PLAYERS

A minimum of 3 players for each team must always be in play.

7.2 SUBSTITUTIONS

Rolling substitute system. A substitute player is allowed to enter into the playing sand court only after the player that is being substituted has left the playing sand court.

8 PLAYING THE BALL

8.1 TEAM HITS

8.1.1 Each team is entitled to a **maximum of three hits** before returning the ball over the net.

8.1.2 These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

8.1.3 A player may not hit the ball two times consecutively
(For exceptions, see Rules: 11.4.3 and 16.2).

8.2 POSITIONS

8.2.1 At the moment the ball is hit by the server, each team must be within its own court (except the server).

8.2.2 The players are free to position themselves. There are **NO determined positions** on the court.

8.2.3 There are **NO positional faults**.

8.3 BALL IN PLAY

The rally begins with the referee's whistle. However, the ball is in play from the service hit.

8.4 BALL OUT OF PLAY

The rally ends with the referee's whistle. However, if the whistle is due to a fault made in play, the ball is out of play from the moment the fault was committed (Rule 10.2.2).

8.5 BALL "IN"

The ball is "in" when it touches the ground of the playing court **including the boundary lines**.

8.6 BALL "OUT"

The ball is "out" when it:

- a) falls on the ground **completely outside** the boundary lines (**without touching** them);
- b) touches an object outside the court or a person out of play;
- c) touches the antennae, ropes, posts or the net itself outside the side bands and antennae;

8.7 SIMULTANEOUS CONTACTS

8.7.1 Two players may touch the ball at the same moment.

8.7.2 When two teammates touch the ball simultaneously, it is counted as two hits (**except at blocking**, Rule 16.4.2). If two teammates reach for the ball but only one player touches it, one hit is counted. If players collide, no fault is committed.

8.7.3 If there are simultaneous contacts by the two opponents over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes "out", it is the fault of the team on the opposite side. If simultaneous contacts by the two opponents over the net lead to a "held ball", it is NOT considered a fault.

8.8 ASSISTED HIT

Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to reach the ball. However, the player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a teammate.

8.9 CHARACTERISTICS OF THE HIT

8.9.1 The ball may touch any part of the body.

8.9.2 The ball must be hit, **not caught or thrown**. It can rebound in any direction.

Exceptions:

- a) In defensive action of a hard driven ball. In this case, the ball can be held momentarily overhand with the fingers.
- b) If simultaneous contacts by the two opponents leads to a “held ball” (8.9.3), the ball may touch various parts of the body, only if the contacts take place simultaneously.

Exceptions:

- a) At blocking, consecutive contacts (Rule 16.4.2) by one or more blockers are authorized, provided that they occur during one action.
- b) At the first hit of the team, unless it is played overhand using fingers (exception Rule 8.9.2 a), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

9 SERVICE

9.1 DEFINITION

The service is the act of putting the ball into play by the correct serving player who, positioned in the service zone, hits the ball with one hand or arm.

9.2 FIRST SERVICE IN A SET

The first service of a set is executed by the team determined by the coin toss.

9.3 SERVICE ORDER

After the first service in a set, the player to serve is determined as follows:

- a) When the serving team wins the rally, the player who served before, serves again.
- b) When the receiving team wins the rally, it gains the right to serve and the player who did not serve last time will serve. **Rotating Serve is being followed.**

9.4 AUTHORIZATION OF THE SERVICE

The first referee authorizes the service after having checked that the correct server is in possession of the ball behind the end line and that the teams are ready to play.

9.5 EXECUTION OF THE SERVICE

9.5.1 The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court (**the end line included**) or the ground outside the zone. His/her foot may not go

under the line. After his/her hit, the server may step or land outside the zone, or inside the court.

9.5.2 If the line moves because of the sand pushed by the server, it is not considered a fault.

9.5.3 The server must hit the ball **within 5 seconds** after the referee whistles for service.

9.5.4 A service executed before the referee's whistle is cancelled and repeated.

9.5.5 The ball shall be hit with one hand or any part of the arm after being tossed or released and before it touches the playing surface.

9.5.6 If the ball, after having been tossed or released by the server, lands without being touched or caught by the server, it is considered as a foul service.

9.5.7 No further service attempt will be permitted.

9.6 SCREENING

The teammate of the server must not prevent either opponent, through screening, from seeing the server or the path of the ball. On the opponent's request, they must move sideways.

9.7 SERVING FAULTS

The following faults lead to a change of service. The server:

- a) violates the service order (Rule 14.3),
- b) does not execute the service properly (Rule 14.5).

9.8 SERVING FAULTS AFTER HITTING THE BALL

After the ball has been correctly hit, the service becomes a fault if the ball:

- a) touches a player of the serving team or fails to cross the vertical plane of the net,
- b) goes "out" (Rule 9.4).

10 ATTACK HIT

10.1 DEFINITION

10.1.1 All actions to direct the ball towards the opponent except when serving and blocking, are considered attack-hits.

10.1.2 An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by the blocker.

10.1.3 Any player may carry out an attack-hit at any height, provided that his/her contact with the ball has been made within the player's own playing space.

10.2 ATTACK-HIT FAULTS

10.2.1 A player hits the ball "out".

10.2.2 A player completes an attack-hit using an "open-handed tip or dink" directing the ball with the fingers.

10.2.3 A player completes an attack-hit on the opponent's service, when the ball is entirely above the top of the net.

10.2.4 A player completes an attack-hit using an overhand pass, which has a trajectory not perpendicular to the line of the shoulders, except when setting his or her teammate.

11 BLOCK

11.1 DEFINITION

Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net.

11.2 HITS BY THE BLOCKER

The first hit after the block may be executed by any player, including the one who has touched the ball at the block.

11.3 BLOCK WITHIN THE OPPONENT'S SPACE

In blocking, the player may place his/her hands and arms beyond the net provided that his/her action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until the opponent has executed an attack-hit.

11.4 BLOCKING CONTACT

11.4.1 A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.

11.4.2 Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made **during one action**. These are counted as only one team hit (Rule 16.4.1 above).

11.4.3 These contacts may occur with any part of the body.

11.5 BLOCKING FAULTS

11.5.1 The blocker touches the ball in the opponent's space either before or simultaneously with the opponent's attack-hit (Rule 16.3, above).

11.5.2 A player blocks the opponent's service.

11.5.3 The ball is sent "out" off the block.

12 TIME-OUTS

12.1 DEFINITION

A Time-out is a regular game interruption and it lasts for **30 seconds**.

For Knockout Stages (TOP 16) onwards, in sets 1 and 2, one additional 30 second Technical Timeout is automatically allocated when the sum of the points scored by the teams equals 21 points.

12.2 NUMBER OF TIME-OUTS

Each team is entitled to a **maximum of one time-out per set**.

12.3 REQUESTS FOR TIME-OUT

Time-outs may be requested by the players only when the ball is out of play and before the whistle for service, by showing the corresponding hand signal. Time-outs may follow one another with no need to resume the game. The players must have authorization from referees to leave the playing area.

12.4 IMPROPER REQUESTS

Among others, it is improper to request a time-out:

- a) during a rally or at the moment of, or after the whistle to serve (Rule 17.3 above),
- b) after having exhausted the authorized time-out (Rule 17.2 above). Any improper request that does not affect or delay the game shall be rejected **without any sanction unless repeated in the same set** (Rule 18.1 b).

13 DELAYS TO THE GAME

13.1 TYPES OF DELAY

An improper action of a team that defers the resumption of the game is a delay and includes, among others:

- a) prolonging time-outs, after having been instructed to resume the game,
- b) repeating an improper request in the same set (Rule 17.4),
- c) delaying the game (**12 seconds shall be the maximum time from the end of a rally to the whistle for service under normal playing conditions**).

13.2 SANCTIONS FOR DELAYS

13.2.1 The first delay by a team in a set is sanctioned with a DELAY WARNING.

13.2.2 The second and subsequent delays of any type by the same team in the same set constitute a fault and are sanctioned with a **DELAY PENALTY: loss of a rally**.

14 EXCEPTIONAL GAME INTERRUPTIONS

14.1 INJURY

14.1.1 Should a serious accident occur while the ball is in play, the referee must stop the game **immediately**. The rally is then replayed.

14.1.2 An injured player is to be substituted by the reserve player. The referee must authorize the first aider to enter the playing court to attend the injured player. Only the referee may authorize that a player may leave the playing area without penalty. The substituted player is not allowed to return to that particular match. The substituting player may only enter the court with the referee's authorization.

14.2 EXTERNAL INTERFERENCE

If there is an external interference during the game, play has to be stopped and the rally replayed.

14.3 PROLONGED INTERRUPTION

If unforeseen circumstances interrupt the match, the referee, the organizer and the Games I/C, shall decide the measures to be taken to re-establish normal conditions.

14.3.1 Should the match be resumed, the sets already played **will keep their scores**.

14.3.2 The whole match shall be replayed if deemed necessary by the organizer, the Games I/C or the referees.

15 COURT SWITCHES AND INTERVALS

15.1 COURT SWITCHES

15.1.1 The teams switch after a set (Only for knockout stage onwards)

15.2 INTERVALS

15.2.1 The interval between each set lasts **1 minute**. During the interval before a deciding set, the referee carries out a coin toss in accordance with Rule 6.1.

15.2.2 During court switches (Rule 20.1 above) the teams must change immediately without delay.

15.2.3 If the court switch is not made at the proper time, it will take place as soon as the error is noticed.

The score at the time that the court switch is made remains the same.

16 BALL AT NET

16.1 BALL CROSSING THE NET

16.1.1 The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:

- a) by the top of the net,
- b) at the sides, by the antennae and their imaginary extension,

16.1.2 The ball that has crossed the vertical plane of the net to the opponent's free zone (Rule 13) totally or partly outside of the crossing space, may be played back within the team hits provided that:

The ball when played back crosses the vertical plane of the net again outside, or partly outside, the crossing space on the same side of the court. The opposing team may not prevent such action.

16.1.3 The ball is "out" when it crosses completely through the lower space under the net.

16.1.4 A player, however, may enter the opponents' court in order to play the ball before it crosses completely the lower space or passes outside the crossing space (Rule 13.2).

16.2 BALL TOUCHING THE NET

While crossing the net (Rule 12.1.1 above), the ball may touch the net.

16.3 BALL IN THE NET

16.3.1 A ball driven into the net may be recovered within the limits of the three team hits.

16.3.2 If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

17 PLAYER AT THE NET

Each team must play within its own court and playing space. The ball may, however, be retrieved from beyond the free zone.

17.1 REACHING BEYOND THE NET

17.1.1 In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play, before or during the latter's attack-hit (Rule 16.3).

17.1.2 A player is permitted to pass his/her hand beyond the net after his/her attack-hit, provided that his/her contact has been made within his/her own playing space.

17.2 CONTACT WITH THE NET

17.3.1 It is **forbidden to touch any part** of the net or the antennae.

17.3.2 Once the player has hit the ball, he/she may touch the posts, ropes or any other objects outside the total length of the net provided that this action does not interfere with play.

17.3.3 When the ball is driven into the net, which causes it to touch an opponent, no fault is committed.

17.3.4 Incidental contact of hair is not a fault.

17.3 PLAYER'S FAULTS AT THE NET

17.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack-hit (Rule 13.1.1).

17.4.2 A player penetrates into the opponent's space, court and/or free zone interfering with the latter's play (Rule 13.2).

17.4.3 A player touches the net (Rule 13.3.1).

18 PLAYING FAULTS

18.1 DEFINITION

18.1.1 Any playing action contrary to the Rules is a playing fault.

18.1.2 The referee shall judge the faults and determine the penalties according to these Rules.

18.2 SERVICE ORDER

Service order must be maintained throughout the set (as determined by the team captain immediately following the coin toss).

18.3 SERVICE ORDER FAULT

18.3.1 A service order fault is committed when the service is not made according to the service order.

18.3.2 The scorer must correctly indicate the service order and correct any incorrect player.

18.4 CONSEQUENCES OF A FAULT

18.4.1 There is always a penalty for a fault: the opponent of the team committing the fault wins the rally according to Rule 5.3.

18.4.2 If two or more faults are committed successively, only the first one is counted.

18.4.3 If two or more faults are committed by the two opponents simultaneously, a **DOUBLE FAULT** is counted and the rally is replayed.

18.5 FAULTS AT PLAYING THE BALL

18.5.1 **FOUR HITS**: a team hits the ball four times before returning it (Rule 11.1.1).

18.5.2 **ASSISTED HIT:** a player takes support from a teammate or any structure/object in order to reach the ball within the playing area (Rule 11.3).

18.5.3 **HELD BALL:** a player does not hit the ball (Rule 11.4.2) unless when in defensive action of a hard driven ball (Rule 11.4.2 a) or when simultaneous contacts by the two opponents over the net lead to a momentary “held ball” (Rule 11.4.2 b).

18.5.4 **DOUBLE CONTACT:** a player hits the ball twice in succession or the ball touches various parts of his/her body successively (Rule 11.1.3, 11.4.3).

19 MISCONDUCT

Incorrect conduct by a team member towards officials, opponents, their teammate or spectators is classified in four categories according to the degree of the offense.

19.1 CATEGORIES

19.1.1 **Unsportsmanlike conduct:** argumentation, intimidation, etc.

19.1.2 **Rude conduct:** acting contrary to good manners or moral principles, expressing contempt.

19.1.3 **Offensive conduct:** defamatory or insulting words or gestures.

19.1.4 **Aggression:** physical attack or intended aggression.

19.2 SANCTIONS

Depending on the degree of the incorrect conduct, according to the judgment of the referee, the sanctions to be applied are (they must be recorded on the scoresheet):

19.2.1 **MISCONDUCT WARNING:** for unsportsmanlike conduct, no sanction is given but the team member concerned is warned against repetition in the same set.

19.2.2 **MISCONDUCT PENALTY:** for rude conduct or repeated unsportsmanlike conduct, the team is sanctioned with the loss of a rally.

19.2.3 **EXPULSION: repeated rude conduct or offensive conduct,** is sanctioned by expulsion. The team member who is sanctioned with expulsion must leave the playing area. No substitutions allowed, if the team is declared incomplete for the set loses the match. (Rules 5.4.3, 7.1).

19.2.4 **DISQUALIFICATION:** for aggression, the player must leave the playing area. No substitutions allowed if his/her team is declared incomplete for the set loses the match. (Rule 5.4.3, 7.1).

19.3 SANCTION SCALE

MISCONDUCT is sanctioned as shown in the sanction scale. A player may receive more than one MISCONDUCT PENALTY in a set. Sanctions are cumulative in nature **only within an individual set.**

DISQUALIFICATION due to aggression does not require a prior sanction.

19.4 MISCONDUCT BEFORE AND BETWEEN SETS

Any misconduct occurring before or between sets is sanctioned and the sanction is applied in the following set.

20 SCORING

12.1 The teams will be divided into **four (4) groups**. The Group Stages will be played on a single **round robin** League system. Top 2 teams qualify and move on to play in the knockout stages.

12.2 In all league games, point will be awarded as follows:

WIN	3 POINTS
LOSE	0 POINTS
Walkover	15-0 (group), 21- 0(knockout) score

12.3 If two or more teams tie in their points after the group stages, the team with the **highest point difference** will qualify. Should there still be a tie after applying this rule, then the team to qualify will be decided by looking at the head-to-head results between the tied teams.